

NCAA GameBreaker 2000

--- An I.f.L.a.b. document ---

<X> = X Button
<C> = Circle Button
<S> = Square Button
<T> = Triangle Button

- Page - 1

Table of Contents

GAME CONTROLS	4
PREGAME SETUP	11
ATHLETIC DEPT.	11
View Rosters	11
Blue Chip Recruiting	11
Create Walk-On	12
Edit Schedule	13
Load/Save Teams	14
CUSTOMIZE	15
Options	15
Play Editor	16
Controller Setup	17
Easter Eggs	17
MEMORY CARD	17
SCRIMMAGE GAMES	18
PLAYING THE GAME	19
PAUSE MENU	21
FANTASY LEAGUE	23
TOURNAMENT SEASON	23
BOWL SEASON	26
CAREER MODE	27

- Page - 4

Game Controls

QUICK START CONTROLS

With NCAA GameBreaker's Quick Start Controls, you don't have to worry about having to learn a bunch of complicated control combinations. These basic controls allow you to get started and into the game quickly.

OFFENSE

<X> - Snap ball

<X> - Bring passing icons up after snap

<X>, <S>, <T> or <C> - Throw to a receiver

<T> - Jump catch

<C> - Special moves (spin, juke, stiff arm or shoulder charge)

<X> - Speed burst

L1 or R1 - Pitch ball Left or Right

- Page - 5

DEFENSE

<S> - Tackle

<C> - Switch to man closest to the ball

<T> - Jump/Deflect/Intercept

<X> - Speed burst

L1 or R1 - Swim moves Left or Right

L2 or R2 - Forearm shiver-bump a receiver at the line of scrimmage

Please reference pages 6-10 for advanced game controls.

- Page - 6

CONTROL STYLE

Simulation provides a realistic college football game setting. Total Control allows you to control all aspects of the game.

BEFORE THE SNAP ON OFFENSE

<X> - Snap

<C> or <T> - Fake hut

<S> - Audible

L1 or R1 - Brings camera back to pre-read wide receivers

D-Pad Left/Right - Send wide-receiver in motion if the play is designated with a player in motion

R2 - Max Pro-running back blocks

START - Pause

BEFORE THE SNAP ON DEFENSE

<C> - Switch man

L2 + <C> - Switch to previous man

D-Pad - Move player

<S> - Audible

- Page - 7

KICKING/PUNTING

<X> - Bring up and activate kick meter. Tap <X> again to stop kick meter. The higher the bar on the meter = the stronger the kick.

D-Pad Left/Right - Change the direction of the kick

BEGINNER OFFENSE - SIMULATION

RUNNING

<X> - Speed burst

<S> - Dive

<C> - Special moves (spin, juke, stiff arm, shoulder charge)

<T> - Hurdle

L1 or R1 - Pitch ball Left or Right

PASSING

D-Pad + <X> - Brings up receiver icons before snap

<X>,<S>,<T> or <C> - Throw to a receiver

L2 + <C> - Spike ball after snap

R2 + <X>,<S>,<T> or <C> - Pump fake

RECEIVING

<T> - Jump/Catch/One-hand catch

- Page - 8

BEGINNER DEFENSE - SIMULATION

<X> - Speed burst

<C> - Switch to man closest to the ball

<S> - Wrap tackle/Dive

<T> - Jump/Deflect/Intercept

ADVANCED OFFENSE - TOTAL CONTROL

<X> - Speed burst

<C> - Spin

<T> - Hurdle

<S> - Dive

L1 or R1 - Pitch Left or Right

R2 - Stiff arm

L2 + <S> - Dive over pile

L2 + <X> - Shoulder charge

L2 + <T> - High step

L2 + <C> - Double spin

L2 + R2 - Juke

TOTAL CONTROL PASSING

Used in Total Control mode, Total Control Passing allows you to operate as a real quarterback. Lead, underthrow, or overthrow a receiver in any direction, based on man or zone defensive coverages.

- Page - 9

D-Pad + L2 + <X> - Brings up receiver icons

L1 or R1 - Throw out of bounds Left or Right once receiver icons are up

L2 + SELECT - No-huddle-offense (press after whistle is blown)

D-Pad Up/Down + receiver icon - Overthrow/Underthrow receiver

D-Pad Left/Right + receiver icon - Lead receiver

Tap receiver icon - Lob pass

Hold receiver icon - Bullet pass

989 Sports' Tips:

Press R2 before the snap on a passing play to activate Max Pro. Max Pro will turn the running back designated for a pass route to remain in the backfield and block for the quarterback.

Press R2 + <X>, <S>, <T> or <C> to use the Pump Fake to get the defensive line to jump, leaving their feet and buying time for your quarterback to locate an open receiver.

- Page - 10

ADVANCED DEFENSE - TOTAL CONTROL

<X> - Speed Burst

<S> - Wrap tackle/Dive

<C> - Switch to man closest to the ball

<T> - Jump/Deflect/Intercept

L2 + <S> - High tackle

L2 + <X> - Pummel tackle - jars the ball loose

L2 + <C> - Switch to deepest man in coverage

L2 + <T> - One-handed deflection/Interception

L2 + D-Pad Down - Moves linebackers and defensive backs close to the line of scrimmage for bump-and-run coverage.

L2 + D-Pad Left/Right - Shifts defensive line position

L1 or R1 - Swim moves Left or Right

L2 or R2 - Forearm shiver - bump a receiver at the line of scrimmage

MULTI-PLAYER COMPETITION

Adding a Multitap allows you to play up to a five-player game. With two Multitaps, up to four users (eight players total) can play on each team.

- Page - 11

Pre Game Setup

ATHLETIC DEPT

Use the Athletic Dept menu to view and manage team rosters.

VIEW ROSTERS

View the player rosters of each college team. Rosters will show the physical attributes and skill ratings of each player by rating each stat based on a scale of 1-100.

- D-Pad Left/Right to choose a team roster.
- D-Pad Up/Down to view the entire roster and player ratings.
- Press <S> and <C> to cycle through other skill categories.

BLUE CHIP RECRUITING

Build your program into an instant powerhouse by recruiting the nation's top blue chip incoming freshmen and junior college transfers. Play through the Season and try to get your freshmen blue chips elected to the All-Freshmen team.

GO RECRUITING

- D-Pad Left/Right to select your recruiting team or press START to have the CPU randomly select a team for you. Be sure to review Rosters to see what kind of players your team needs.
- D-Pad Up/Down to choose a Playbook. Selecting the type of Playbook your team will be using will help determine the type of quarterback you'll be recruiting. Choose a Passing or Balanced Playbook to recruit a classic drop back passing QB. Choose a Running Playbook to recruit a dynamic option QB.
- Press <X> to continue.
- Page - 12

OFFICIAL VISITS

From this screen you'll choose one of five recruits from nine positions.

- D-Pad Up/Down to select a blue chip recruit. Frosh indicates a college true freshman. Junior indicates a junior college transfer.

- Press <X> to check a recruit and invite him on an official visit. If a school is highlighted in blue under school preferences, the recruit has given that school a verbal commitment. Flashing numbers indicate a gamebreaker. The higher a blue chip's overall attribute, the more national attention he'll attract.

- Press <X> to continue and repeat the previous steps to invite all nine recruits to your school.

LETTER OF INTENT DAY

On Letter of Intent Day, you'll know which recruits have chosen your school.

- D-Pad Left/Right to view the recruits that other colleges have landed. Each blue chip signing with your school will be automatically placed on the roster depth chart and issued a jersey number.

- Press <X> to keep the current recruiting class or <T> to discard and go recruiting again.

CREATE WALK-ON

Create a coach's dream-come-true by molding a walk-on player in the form of an All-American athlete. Or simply create yourself, using your own physical attributes.

- D-Pad Up/Down to a player attribute, then Left/Right to alter the selection. Notice that the player ratings at the bottom of the screen adjust as you alter the player attributes, retaining the characteristics of a complete player. Press and hold L2 + D-Pad Left/Right to move the attribute slider more rapidly. Press R1 + R2 to reset all slider settings.

- Press <X> to continue.

- Page - 13

- D-Pad Up/Down to select the team option, then Left/Right to choose a team.

- D-Pad Up/Down to select the jersey number, then Left/Right to choose a number.

- D-Pad Up/Down to select the walk-on, then Left/Right to select a player position.

Determine your walk-on's position by the NCAA Prospects listing. If the prospects are an option quarterback or a halfback, select one of those two choices for your player's position.

- Press <X> to continue.
- D-Pad Up/Down to choose a player to replace and press <X>.
- Press <X> to replace the player.

EDIT SCHEDULE

Switch a game on the schedule to a different date or give your team a breather from the college grind by creating a BYE on the schedule where it didn't exist before. You can also change the opponent of a scheduled game or simply change a game from Away to Home and give your team an advantage in an important matchup.

- D-Pad Left/Right to choose a team schedule.
- D-Pad Up/Down to choose a game on the schedule.
- D-Pad Left/Right to change opponents.
- To change the location of the game to Home or Away, press <S>.
- To change the week to a BYE week, press <C>.
- To choose a random opponent for a game, press <X>. L2 + <X> will choose random opponents for the entire schedule.
- Page - 14

LOAD/SAVE TEAMS

After you have created players and/or altering rosters, save teams to the MEMORY CARD. You can also load a previously saved team. A team cannot be loaded after a Season has been saved. If you attempt to load a previously saved Bowl Season or Tournament, your current Bowl Season or Tournament will be cancelled.

NOTE: Before altering files, select a MEMORY CARD slot by using the D-Pad to select Card 1 or Card 2 and pressing <X>.

To save a team/settings/seniors:

- D-Pad to Save Team and press <X>.

- D-Pad Left/Right to select a team.
- Enter a custom name for the file by using the D-Pad Up/Down to choose a character and Left/Right to move spaces.
- Press <X> to save the file.

To load a team, it must have already been saved to the MEMORY CARD.

- D-Pad to Load Team and press <X>.
 - D-Pad Up/Down to select a team to load and press <X>.
- To delete a file from the MEMORY CARD:
- D-Pad to Delete and press <X> .
 - D-Pad Up/Down to choose a file to delete and press <S> .
 - D-Pad to Yes and press <X> to delete the file or press <T> to cancel.
- Page - 15

CUSTOMIZE

Use this menu to set up game attributes.

OPTIONS

Select this option to customize the attributes of your game.

DIFFICULTY

The player difficulty will determine each player's offensive and defensive ability. Select a True Freshman or Sophomore level to prepare yourself for the challenge of playing at the Junior or Senior levels.

QTR. LENGTH

Choose the length of each quarter. There are four quarters per game plus overtime if necessary.

MUSIC

Turn the front-end and in-game college marching band music ON/OFF.

ANNOUNCER

Turn the play-by-play announcer ON/OFF.

PENALTIES

Set Penalties to Low to play a game with a minimal amount of penalty calls.

INJURIES

Turn Injuries OFF to eliminate player injuries during the game.

SPEED

Set the pace of the game.

- Page - 16

PLAY EDITOR

Play Editor mode allows you to create custom offensive and defensive playbooks for your team. You will be able to select plays from your team's playbook and change the player assignments for each play. Once you select a play to customize, you will be able to select each player. in the formation and then choose for him to run a different assignment. Setup up as many plays as can fit within the playbook. Use your creativity and see if you have what it takes to draw up successful college plays.

CONTROLLER SETUP

Set the configuration of the controller to any of four settings for offense and defense.

- D-Pad Left/Right to choose a Default or Inverted controller setup. Inverted will switch the commands for the <T> and <X> buttons.

- D-Pad Up/Down to Offense/Defense, then Left/Right to view the new controller functions.

- D-Pad Down to No Vibration/Use Vibration, then Left/Right to choose one of the two settings. To activate your DUAL SHOCK Analog Controller, choose Use Vibration to feel the collision of a big hit.

- Page - 17

EASTER EGGS

Use Easter Eggs to add a unique dimension to your game. Easter Eggs are revealed to you after you defeat the CPU in any of the Season formats.

- From Add Entry, press <X> to activate the alphanumeric chart.
- Use the D-Pad to choose a character or option and press <X> to enter it. To delete a character or space, D-Pad to DEL and press <X>. Select Clear and press <X> to wipe out your name and start over.
- D-Pad to DONE and press <X> to lock in your name and deactivate the chart.

MEMORY CARD

Use MEMORY CARD to alter the files on your MEMORY CARD. You can save games, game settings and senior players, load games and game settings or delete files. See Load/Save Teams for more information.

- To choose a save option, D-Pad Left/Right to Save Game, then Up/Down to select an option.
- Page - 18

Scrimmage Games

Use Scrimmage games to prepare yourself for a Bowl Season or Tournament. Scrimmage results cannot be recorded in Season standings.

NOTE: Before starting a game, make changes to your roster and game attributes from the Athletic Dept and Customize menus.

TEAM MATCHUP

Here's where you choose the teams for your game. Let the CPU randomly choose a great college matchup or select two Division 1-A teams of your own.

- D-Pad Left/Right to choose the Home/Away team.
- D-Pad Up/Down to choose a team. Press L2 + D-Pad to move through the teams more rapidly. Press L1 and R1 for the CPU to randomly choose two teams. Take a look at the power ratings below each team name to determine your matchup. A flashing GB symbol means that a

GameBreaker plays that position.

- Press <S> to view each team's power numbers for Offense, Defense, and Special Teams.

To set up Advanced Options:

- Press <C> to bring up Advanced Options.
- D-Pad Left/Right to change categories (School and Location, Game Time and Weather) and Up/Down to change options.
- Press <C> to bring up additional Advanced Options.
- Form Uniforms, D-Pad Left/Right to choose a team's uniform.
- D-Pad Up/Down to change the color of the uniforms.
- D-Pad Left/Right to choose a team's Playbook.
- D-Pad Up/Down to change Playbooks. See Play Editor for more information on how to set up a Playbook.

- Page - 19

PLAYING THE GAME

KICKING GAME

The kicking game is important in that it not only can score big points for your team but it determines field position, which on more occasions than not can win a game.

- Press <X> to put your kicker into motion and start the kick meter.
- Press <X> again to kick the ball. The higher the strength bar the stronger the kick.

To aim a kick:

- Once the kick meter is activated, before pressing <X> to kick the ball, D-Pad Left/Right to angle your kick to a certain part of the field.

SETTING UP A PLAY

Once a team has received the ball, the Play Selection screen will appear. First choose the formation for the play. The formation can

be changed to three different variations for every offensive and defensive play by pressing L1.

- D-Pad Left/Right to cycle through the available formations.
- Press the associated icon button to select a formation and bring up the play selections.
- Once the formation is set, select the play. To flip the play and run a mirror image of that play, press R1. To return to the original play, press R1 again.
- D-Pad Left/Right to cycle through the available plays and press the associated icon button to select it.

NOTE: To return to the formation selection, D-Pad Up from the play selection.

- Page - 20

OFFENSE

The running game is a big part of college football because it helps to control the flow of the game. It is also used as a tool to keep the clock running and keep your defense rested on the sidelines for a big fourth quarter stand.

In college football the pitch is an effective way to add an extra dimension to your running attack. Hold onto the ball as long as possible to force the defense to commit to the initial ball carrier. If the defense converges on the running back before a pitch, keep the ball and run up field.

The passing game is not a major part of most college football teams. However, those teams that can use the run to set up the pass have a much better chance of becoming national champs.

DEFENSE

Defense wins games! At least that's what most of the brilliant minds in college football think. A sound defensive team can carry a team and buy some time for a stalling offense to catch fire. Mix up your defensive schemes so the opposition can never see what's coming. During a play, the defense will automatically converge on the ball carrier and attempt to make the tackle. You can take control of the defender marked by the designated icon! To switch to the defender closest to the ball carrier, press <C>.

- Page - 21

PAUSE MENU

Press the START button to pause the game and bring up the Pause menu. Use the Pause menu to change current game settings or to view game statistics and player statistics.

- D-Pad Up/Down to highlight an option and press <X>.

VIEW GAME STATS

View the stats compiled by each team during the course of the game.

- . D-Pad Left/Right to view all categories of team stats.
- . D-Pad Down to scroll through player stats.

INSTANT REPLAY

Gives you a second chance to view the latest play.

CALLTIMEOUT

Each team receives three timeouts per half. The number of timeouts remaining will be shown here.

CAMERA OPTIONS

Choose from a variety of camera angles to view your game.

- D-Pad Up/Down to select the camera angle and press <X>.

- Page - 22

SUBSTITUTIONS

Substitute a player from the bench for any player on the field. Offensive players switched to defensive positions will only be credited with offensive statistics.

- D-Pad to Defense/Offense, then Left/Right to choose a side of the ball.
- D-Pad Up/Down to Formation and Left/Right to choose a formation.
- D-Pad Up/Down to Position and Left/Right to choose a position.

- D-Pad Up/Down to Player Number and Left/Right to change a player.
- Press <T> to return to the game.

NOTE: Sub All Forms will place the highlighted player in all appropriate positions.

CHOOSE AUDIBLES

Set three audible plays on offense and defense by pressing the icons on your controller that correspond to the icons of the play.

- Choose a play to change by pressing the corresponding icon.
- Choose a formation for the new play.
- Choose a new play.
- Press <X> to accept audible changes and return to the game.

CUSTOMIZE GAME

Use Customize game attributes to alter the difficulty level of the game. CPU RUNNING sets the CPU's Offensive running ability. CPU RUN DEFENSE sets the CPU's ability to stop the run. CPU PASSING sets the CPU's offensive passing attack ability. CPU PASS DEFENSE sets the CPU's pass defense. CPU IQ sets the CPU's intelligence. Player SIZE sets the size of the players on the field. CLOCK SPEED sets the speed of the game clock. GAME SPEED sets the speed of the players on the field. ANNOUNCER VOLUME sets the volume of the play-by-play announcer. MUSIC VOLUME sets the volume of the marching band music.

- Page - 23

Fantasy League

Use the Fantasy League format to set up a game based on points earned for player and team accomplishments.

From the Fantasy Scoring screen:

- D-Pad Up/Down to choose an action.
- D-Pad Left/Right to change the point values for that action.
- Press <X> to continue to the Team Matchup screen. See Team Matchup

for more information.

Tournament Season

Play a Season in which your team can compete in a Post-Season Tournament Series.

CHOOSE SEASON TEAM

- D-Pad Left/Right to choose a team. Press L2 + D-Pad to move through the teams more rapidly. Press and hold START for the CPU to randomly select a team.
- Press <X> to continue to the Weekly Season screen

WEEKLY SEASON

Play the scheduled game of the week or simulate the league's games for the entire week to play in the following week's game. Season games can be saved to a MEMORY CARD.

- D-Pad Left/Right to choose a Playbook for your team.
 - Press <X> to play the first game on the schedule.
 - To simulate a game, press <S>. Press <S> + L2 to simulate the entire Season and then <X> to move to the Season menu and begin a Tournament Series.
- Page - 24

SEASON MENU

Quit or continue a Season or Tournament and view the stats of your team and the rest of Division 1-A. Your team and player stats will be highlighted in blue.

QUIT SEASON

Quits the Season in progress and returns you to the Main Menu.

CONTINUE SEASON/TOURNAMENT SERIES

Continue a Season game when you are returned to the Season menu after a finished game or load a previously saved Season from a MEMORY CARD.

When a Tournament Season is finished, you can enter the Tournament Series which is made up of the top 16 teams in the country. These teams will be bracketed into four regions with each regional winner playing in a semi-final matchup to determine the two teams to play in the National Championship.

- Press <S> to simulate each round of the Tournament Series.
- D-Pad Left/Right to view each round of the Tournament Series as they are simulated.

NCAA PROGRESS

View the schedules of all the teams in Division 1-A and the scores of the games completed.

- D-Pad Left/Right to choose a team. D-Pad + L2 will move through the teams more rapidly.

TEAM HOME PAGE

View the Season highlights of your team.

- Page - 25

STATISTICS

View statistical leaders of Division 1-A Conferences.

- D-Pad Left/ Right from the NCAA title bar to select Conference, Single Team, or Entire NCAA.

- D-Pad Up/Down to the next category, then Left/Right to select a Conference or Single Team.

- D-Pad Up/Down to Team or Player Stats and press <X>.

- D-Pad Left/Right to view each category.

- D-Pad Up/Down to view other teams or players. From Player Stats, press <C> to cycle through all stat categories.

RANKINGS

The Rankings menu allows you to view the status of post Season awards and keep track of the league and its leaders.

CONFERENCE STANDINGS

View the standings for each Conference.

TOP 25

Updated each week, keep track of the top 25 teams in the country.

HEISMAN TROPHY

Updated each week, view the top vote-getters in the chase for the Heisman.

AWARDS

Updated each week, view the awards given to the top athletes for the year.

BEST OF THE BEST

Updated each week, view the list of first and second teamers for College All-America, All-Freshman Team, and All-Conference.

- Page - 26

Bowl Season -----

Play a Season in which Bowl game eligibility is based largely on the Bowl Coalition. For instance, the #1 and #2 ranked teams will face off in the GameBreaker Bowl. See Tournament Games for descriptions of Season menu items.

When a Season is complete, from the Season menu:

- D-Pad Up/Down to Bowl Games and press <X> .
- D-Pad Left/Right to choose a Bowl Game and press <X>. To simulate a bowl game, press <S> .
- From Uniforms, D-Pad Left/Right to choose a team's uniform.
- D-Pad Up/Down to change the color of the uniforms.
- D-Pad Left/Right to choose a team's Playbook.
- D-Pad Up/Down to change Playbooks. See Play Editor for more details on how to set up a Playbook.

- Press <X> to play.

NOTE: A Season team can only play in the Bowl Game to which it is invited.

- Page - 27

Career Mode

Career Mode gives you an opportunity to test your skills as a college coach. From among the NCAA's Division 1-A teams, you'll be able to select a job from a number of smaller schools and help build that team into a competitive institution on the gridiron. After selecting a job, play out the Season. Depending on the accomplishments of your team and the area in which you did your coaching, you could be in a position for a coaching promotion or better job offer from another school. If your team falls short of its goals however, you could get fired!

- D-Pad Up/Down to choose a job offer.
- D-Pad Left/Right to select a school.
- Press <X> to continue.
- D-Pad Up/Down to select a Playbook. See Play Editor for more infomation.
- Press <X> to continue and go recruiting. You will be recruiting from nine positions. See Blue Chip Recruiting for more information.